

Fig. 1

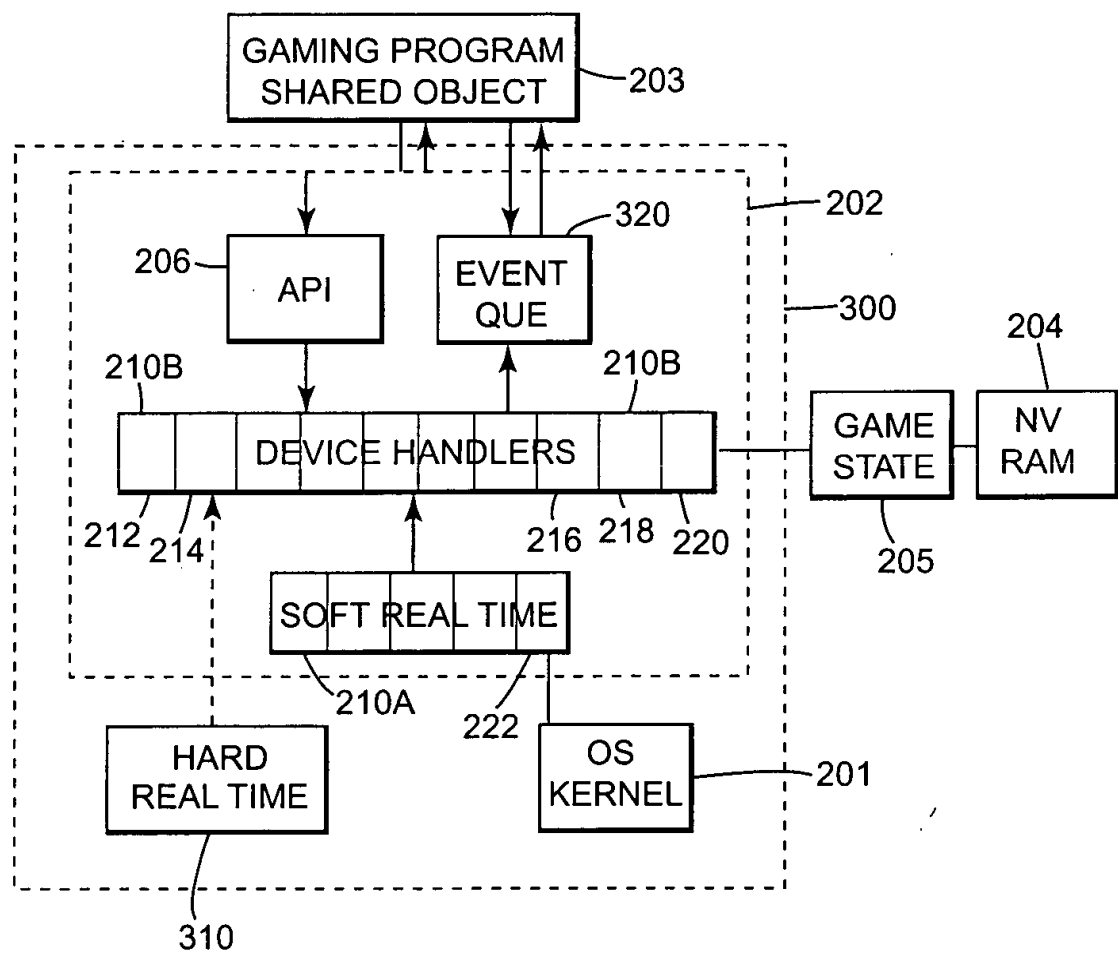


Fig. 2



System Handler Application Linking Dynamically To      API to Gaming Program Object
Gaming Program Object
Loading Gaming Program Shared Object and Executing Gaming Programmed Shared Object
Storing Game Program Object in Non-Volatile Memory
Executing Call-Back Function Corresp. To Change of Game Data In Non-Volatile Mem.
Loading, Executing Shared Object, Loading 2d Shared Object
System Handler and Kernel Working in Communication to Hash Code

Control Networked  
On-Line System

Control  
Progressive  
Meter

Accessing and Using  
User Code From ROM,  
Zeroing Out Unused  
RAM, Testing and  
Hashing Kernel, and  
Disabling Selected  
Device handlers

FIGURE 3